

8 Year Old Rules

Article 1 Pitching

1. A pitcher can only pitch six (6) innings a week and three (3) innings a game. The week is Sunday to Saturday. A pitcher cannot pitch on back to back days. One pitch constitutes a full inning pitched. Once you pull a pitcher, he/she cannot go back into the game as a pitcher.
2. If a pitcher walks three batters in one inning, no further walks will be allowed in the inning. When ball four is called on a fourth batter, the batter's coach will pitch to the batter. Strikes thrown by the batter's coach will count. Current count at the time the coach takes the mound will stand.
3. At the umpire's discretion, a pitcher may not hit more than two batters in an inning or three batters in a game.
4. Coaches are to log the number of innings pitched by all players into their scorebook.
5. No balks.
6. No curveballs.
7. Managers or coaches may be allowed to warm up pitchers prior to the start of the game, between innings while the catcher is suiting up and in the bullpen.
8. Managers or coaches may visit pitchers at the mound. The third visit to the same pitcher in the same inning will constitute an automatic removal.
9. Playoff Pitching Rules-All regular season pitching rules will apply. The start of the playoffs constitute a new week regardless of the day of week. The finals, which will be a two out of three series will constitute a new week.

Article 2 General rules

1. Batting order will consist of all players on a team, whether or not a player is assigned to a starting position.
2. Runners will advance only one base on a ball leaving the playing field.
3. All playing fields are "alive" inside the fenced area, except in the dugout area.
4. Stealing from all bases is permitted.
5. Runners may not leave a base until the pitched ball passes home plate.
6. All team players must be assigned to a field position for a minimum of two (2) innings per game.
7. Helmets are required at all times for batters at the plate, on deck, base runners and base coaches.
8. Team equipment is to be kept in the dugout area.
9. Players are required to remain in the dugout while play is in progress, except for the on deck batter and the base coaches.
10. PLAYERS ARE NOT ALLOWED TO GO TO THE CONCESSION STAND DURING THE GAME. NO FOOD OR CANNED/BOTTLED BEVERAGES ARE ALLOWED IN THE DUGOUT.

2008 West Newbury Summer Tournament Rules

11. All players are to be dressed in full uniform for each game.
12. For safety reasons, no jewelry will be permitted to be worn during games. This includes watches, medals or chains, rings or earrings.
13. ALL WEEKNIGHT GAMES WILL START PROMPTLY AT 6:00PM.
14. The home team shall occupy the field for 15 minutes prior to the start of the game. This includes the batting cages.
15. The visiting team shall occupy the field for 15 minutes prior to the start of the game. This includes the batting cages.
16. The visiting team shall be responsible for picking up and restoring the score panels, and keeping score on the scoreboard during the game.
17. The home team manager is responsible for supplying the home plate umpire with two game balls and the visiting team with one game ball.
18. The home team shall be responsible for returning the bases to the storage building.
19. ALL TRASH IS TO BE REMOVED FROM THE DUGOUT AT THE END OF EACH GAME.
20. A team must field a minimum of eight (8) players to constitute an official game.
21. Six innings constitutes a complete game. If the score is tied after six innings, one additional inning shall be played, conditions permitting. If the game is tied at that point, it will be recognized as such in the standings.
22. The standings will be computed on a point basis with a win counting as two points and a tie as one point.
23. Four innings is an official game, 3-1/2 if the home team is ahead. If the score is tied at the end of four innings and the game is called due to playing conditions, the game shall be considered a tie in the standings.
24. If a team is ahead by at least ten runs and at least twice the run count of the opposing team, and the game is stopped by time constraints (darkness or excessive length in the first game of a two game set), the team shall be declared the winner. For the visiting team to win, they must meet the run advantage criteria at the point the game is stopped and at the conclusion of the last completed inning. For the home team to win they must meet the run advantage criteria at the time the game is stopped.
25. MERCY RULE If at any time after 3 ½ innings the Home team is ahead by 10 or more runs, the game will be stopped provided that the game has lasted for at least one hour and forty minutes (100 minutes). If at the end of or 5 full innings the visitors are ahead by 10 runs or more, the game will be stopped provided the game has been at least 100 minutes long.
26. Infield fly rule is in effect for the 10 year old division only.
27. The batter may not take first base on a third strike passed ball. Base runners may however advance.
28. Once a player has squared to bunt, they must attempt to bunt or pull back. They can not pull back and swing away. If they do, they will be declared out.

2008 West Newbury Summer Tournament Rules

29. Only sneakers or rubber cleats are allowed.
30. Calling a game after it has started is at the discretion of the home plate umpire.
31. The home plate umpire is authorized to call the game if, in his/her opinion, players, coaches and/or on-lookers representing one team continue to display unsportsmanlike conduct after a warning has been issued.
32. Coaches may not make a call in an effort to influence the umpires' judgment. The first offense will be a warning. The second offense will result in removal from the game.
33. No heckling of opposing players is allowed.
34. The on-deck circle shall be located past the far end of the dug-out.
35. All comments or complaints relevant to the officiating, coaching, player conduct, etc., are to be addressed to Tom Beaton at (978) 363-2486.
36. There is a must slide rule for all base runners approaching all bases including home plate when there is a play at the base. If a runner does not slide, during a play, the runner is automatically out. Players must slide feet first into all bases. They may dive head first back into a base.
37. Catchers can not block home plate on any play at home whether or not in possession of the ball.
38. The umpire will issue one per team warning regarding the throwing of a bat. After the warning has been issued, an automatic out will result.
39. There will be no intentional walks.
40. **Stealing:** You are allowed two steal attempts per inning. Advancing a base on a passed ball/wild pitch is considered a steal. Advancing on a pick-off is considered a steal. Advancing on an overthrow, during a pick-off attempt is considered a steal. If you attempt a steal after you have your second attempt, and you are tagged out, the runner is out. If the runner reaches base safely, time-out is called by the umpire and the runner returns to the base he came from. A base runner cannot advance on an overthrow during a steal. You are not allowed to steal on the catchers return throw to the pitcher. The player may start to steal once the pitch passes home plate.
41. **Five run rule:** You are limited to five runs per inning. If you have bases loaded, and have scored four runs, only the fifth run counts in the score. Do not let your players keep running. Do not throw the ball around the infield. Call the fifth run, and call the players into the dugout. In the sixth inning, either bottom or top and the batting team is down by more than five runs, that team may stay hitting until they tie. If the batting team is down five or less, they can score a max of five. If the visitors tie in the top of the sixth, the home team only needs one run to win. If the home team is down more than five runs, they can only tie. You would hold one extra inning, should time permit.
42. There will be four outfielders. You cannot stack up players; they must play four across.
43. All other Little League rules apply.